

Abstract of the Disclosure

An improved multiplayer interactive video gaming device includes a plurality of independent player stations, each including at least one data input device configured to output a player input signal responsive to player activation. A computer game assembly executes a video card gaming program responsively to player game instructions. An interface assembly receives signals output by the plurality of player stations and outputs signals corresponding to particular data input devices. A personal computer assembly receives the output signals from the interface device via a data input port and executes the video card gaming program responsively thereto.